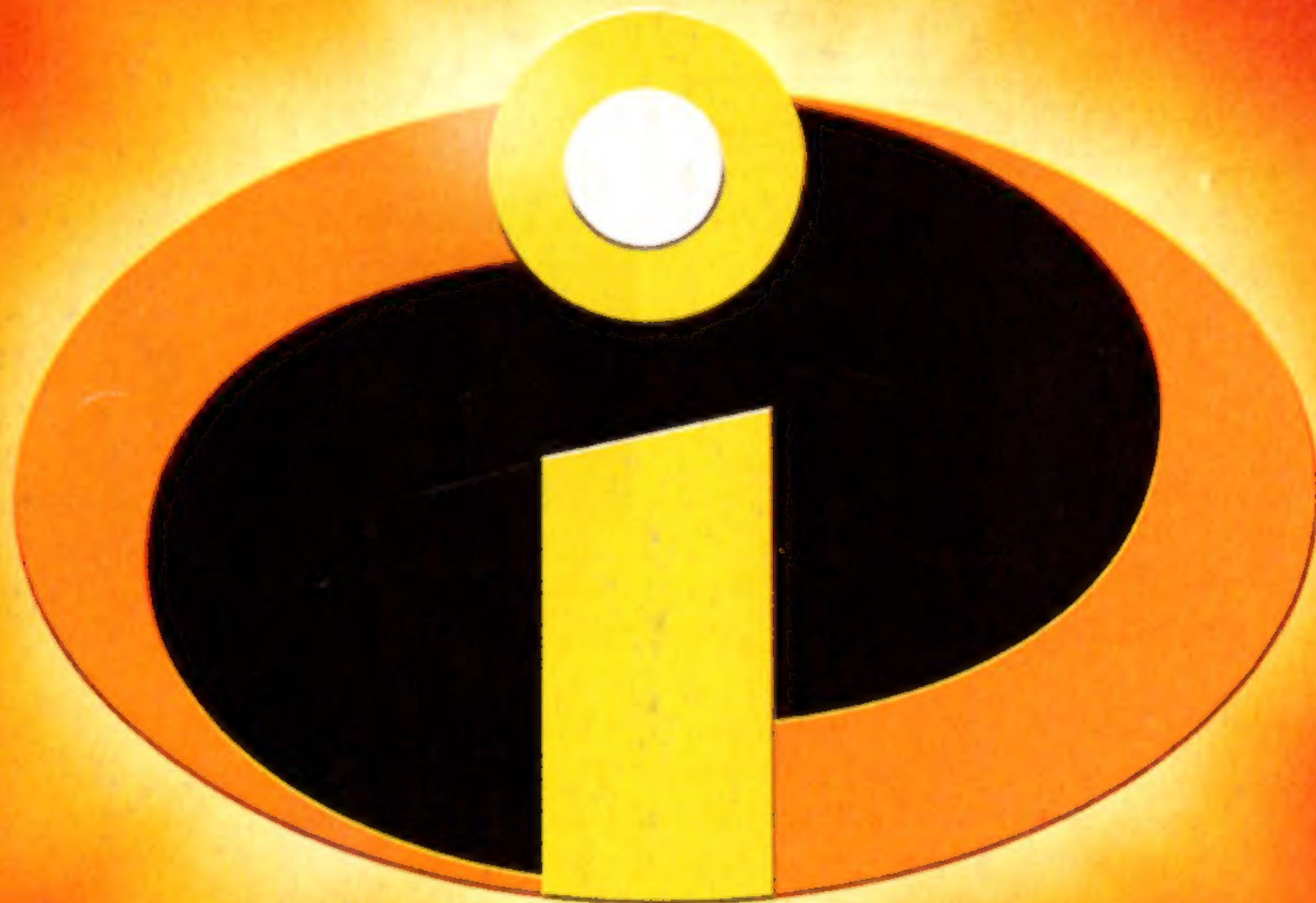


GAME BOY ADVANCE

AGB-BICE-USA

Disney PRESENTS A PIXAR FILM

THE INCREDIBLES



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Story:
THE INCREDIBLES!



Are you ready to play as one of the world's greatest superheroes (known to all as Mr. Incredible) and as his family of supers? You'd better be; this mission needs the help of Mr.

Incredible's entire family and friends, too!

After reminiscing about the days before he struggled into his super suit, Mr. Incredible receives a mysterious call that summons

him to a remote island for a top-secret assignment.

With a new purpose, he heads off to the island of Nomanisan for an extraordinary battle of wits and superpowers. Watch out world: It's Showtime!

GETTING STARTED: ***Starting Your Incredible Adventure!***

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READY FOR ACTION?

1. Insert Disney Presents a Pixar Film, *The Incredibles* Game Pak into your Game Boy® Advance.
2. Turn on the power. You begin at the Title Screen.
3. Check out the game demo for later levels and tips.
4. Press START to reach the MAIN MENU screen.
5. Then use your +Control Pad to choose an Option.

OPTIONS



NEW GAME

Highlight this option with your +Control Pad, then press the A Button to begin a brand-new adventure!

PASSWORD

During your game, whenever you complete a new part of a stage, finish a level, or pause the game, you're awarded a Password, made up of four letters or

numbers. Write this down! When you want to start from where you left off last time, press the A Button to visit this screen. Use the +Control Pad and A Button to fill in the four boxes with the password.

SOUND

Turn the Music Volume (the tune playing in the background), and the Effects Volume (the grunts, zaps, and shrieks in the game) up or down using the +Control Pad.

Super Tip!

Menu Controls

+Control Pad: Highlight Selection
A Button: Approve selection
B Button: Cancel selection

CONTROLS OVERVIEW

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IN-GAME CONTROLS



CONTROLS OVERVIEW

PAUSE MENU

Press START during the game to access this Pause Menu. The top of the Menu has a Password. Write this down before you quit if you want to begin from your current location! Use the +Control Pad to highlight "Resume," which continues the game; "Sound" which changes the Music and Sound volume; and "Quit" which brings you back to the Main Menu.



Super Tip!

Messages

If you want to quickly read or skip an on-screen message or cut scene, keep pressing the A Button, or press START to completely skip it.

Super Tip!

More Moves

Your Incredibles team has many more super moves at its disposal. Check the Characters and Moves section for all the information!

GAME SCREEN

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Player Portrait

Which super you're playing as.

Incredi-Meter

Each time you attempt a special super move, this empties a little. Collecting the Incredible icons and damaging enemies adds to this meter.



Enemy Target and Health

Who you're attacking, and how much health they have left.

Health

How healthy you are. Collect health icons to fill this bar up. If you're hit by enemies, the bar goes down. If it empties completely, you'll lose a try!

CONTINUES

If your super falters against the criminals or mighty Droidroids and you lose all your health, you'll run out of energy and slump to the floor. You'll begin at the start of the section of the level you were in and lose a try. You have three tries, lose all your tries, and you reach the Continue screen. Use up a Continue, and you begin again with three tries. Use all your Continues? Game Over!



When you're punishing evil-doers left and right, here's some items that can help your fight!



Health 50 percent: Refills your Health Bar by 50%.



Health 100 percent: Refills your Health Bar completely.



Incredi-Meter increase 50 percent: Restocks your Incredi-Meter by 50%.



Incredi-Meter increase 100 percent: Completely restocks your Incredi-Meter.



1UP Reward: Each character has their own unique reward icon. Grab it for an additional life.



Frozone Bottle (Small): Awards Frozone 50% to his Incredi-Meter.



Frozone Bottle (Large): Awards Frozone 100% to his Incredi-Meter.

PLAYABLE CHARACTERS

Welcome the heroes of the game.

MR. INCREDIBLE

Once considered one of the world's greatest supers (known to all as Mr. Incredible), Bob Parr comes out of hiding and accepts a mysterious top-secret assignment! He can't wait to get back to the good old days of saving the world and fighting evil on a daily basis.



Mr. Incredible's Moves List**Action****Buttons to Press****Basic Actions****Walk**

Left, Right, Up, or Down
For general wandering.

Sprint

Tap Left, Left, or Right, Right
Move at twice the speed, but only in a straight line.

Dodge

Tap Up, Up, or Down, Down
Avoid projectiles or scenic hazards.

Jump

A Button
A standard, heroic leap.

Double Jump

A Button, A Button
Press the A Button the second time while you're in the air to jump further over enemies, or up to higher areas.

PLAYABLE CHARACTERS

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Mr. Incredible's Moves List (continued)

Basic Attacks

Jab

B Button

A basic punch attack. Wallop enemies already in the air that you've hit with an Upper Cut. Use this to punch objects, too.

Three-Strike Combo

B Button + B Button + B Button

Execute these taps quickly to send an enemy flying into the air.

Incredi-Three Upper Cut

(Hold L Button) + B Button + B Button + B Button

Uses some of your Incredi-power, but inflicts more damage. A more powerful version of the Three-Strike Combo.

Ground Slam

A Button + B Button (together)

Stuns enemies in the area immediately around you. Close in and finish them while they're dizzy!

Incredi-Ground Slam

(Hold L Button), then A Button + B Button (together)

Stuns everyone on the screen, knocks weapons out of enemies' hands and additionally damages foes immediately around you. Enemies are stunned for a longer time, too! Finish off the dizzy foes afterwards. Use this when you're surrounded by loads of adversaries.

Mr. Incredible's Moves List (continued)**Basic Attacks****Charge**

Sprint (Left, Left, or Right, Right), then B Button

Charge into and knock over all enemies in front of you, causing damage too!

Incredi-Charge Button

Sprint (Left, Left, or Right, Right) while holding L Button, then B Button

Knocks over all enemies in front of you, but inflicts more damage.

Attacks while Jumping (press A Button first)**Jump Kick**

B Button

Great for punishing airborne enemies or escaping a crowd of close foes.

Incredi-Jump Kick

(Hold L or R Button) + B Button

An even more punishing airborne kick with a greater chance of knocking your foes back or to the ground.

PLAYABLE CHARACTERS

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Mr. Incredible's Moves List (continued)

Attacks while Double-Jumping (press A Button + A Button first)

Air Stomp

Down + B Button

Strikes an enemy from above, usually avoiding projectiles.

Incredi-Air Stomp

(Hold L or R Button), Down + B Button

Inflicts more damage than the Air Stomp and causes enemies to drop their weapons.

45 Air Punch

Left or Right, + B Button

A diagonal thudding punch. When timed correctly (try it just before you meet your foe on the way down from a jump), it damages and knocks your foe back.

Incredi-Air Punch

(Hold L or R Button), Left or Right, + B Button

Just like the 45 Air Punch, but with added damage, and it can knock a foe completely off the screen! That'll teach him!

PLAYABLE CHARACTERS

MRS. INCREDIBLE

Mrs. Incredible misses the old days, but doesn't dwell on those times as she has a wonderful family and is quite happy to spend her time with them. It is only when her family is in danger that she reassumes her secret identity and uses her elastic powers to save the day.

Mrs. Incredible's Move List

Action

Buttons to Press

Basic Actions

Walk

Left or Right, Up or Down

Standard movement around the screen.

Jump

A Button

A single leap into the air.

PLAYABLE CHARACTERS

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Mrs. Incredible's Move List (continued)

Attacks and Special Actions

Attack

B Button

A fast horizontal attack using elastic arms. This stuns, and is great to waylay incoming enemies.

Feather Fall

A Button (Hold while airborne)

Mrs. Incredible turns into a parachute and moves in a controlled glide, making it easier to reach far ledges.

Flail

A Button + B Button

A quick thrash of those elastic arms stuns all nearby enemies. Use this on multiple nearby foes.

While L or R Button is held (you cannot move while performing these attacks)

Elastic Punch

L or R Button + B Button

This arm extension works against Henchmen with (and without) weapons, and scenery. For armed Henchmen, their weapon is grabbed and snatched away (stopping projectile or nastier attacks). For unarmed Henchmen, he is grabbed and pulled down. Also allows you to reach far away ledges when used with a direction.

PLAYABLE CHARACTERS



DASH

The smallest member of The Incredibles family, next to Jack-Jack, is also the quickest. Being able to run as fast as he can is Awesome! But these Nomanisan baddies aren't like the ones on TV, they don't hold back!

Dash's Move List

Action	Buttons to Press
Run	Left or Right, Up or Down <i>Dash doesn't dawdle! His standard movement is a quick run!</i>
Jump	A Button <i>A long leap in the air. Land on the ground or on an enemy to try an Incredi-Flurry strike (see below).</i>
Incredi-Sprint	(Hold L or R Button), then Up or Down <i>For that extra burst of speed to dodge an enemy or a scenic obstacle, Dash moves even faster around the screen, and his figure is outlined in white during the technique.</i>
Incredi-Flurry	A Button, then Hold L or R Button and press B Button (on enemy) <i>Only used when Dash lands on a velocipod enemy, try this as soon as you land on this moving enemy to take out the pilot.</i>

PLAYABLE CHARACTERS

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FROZONE

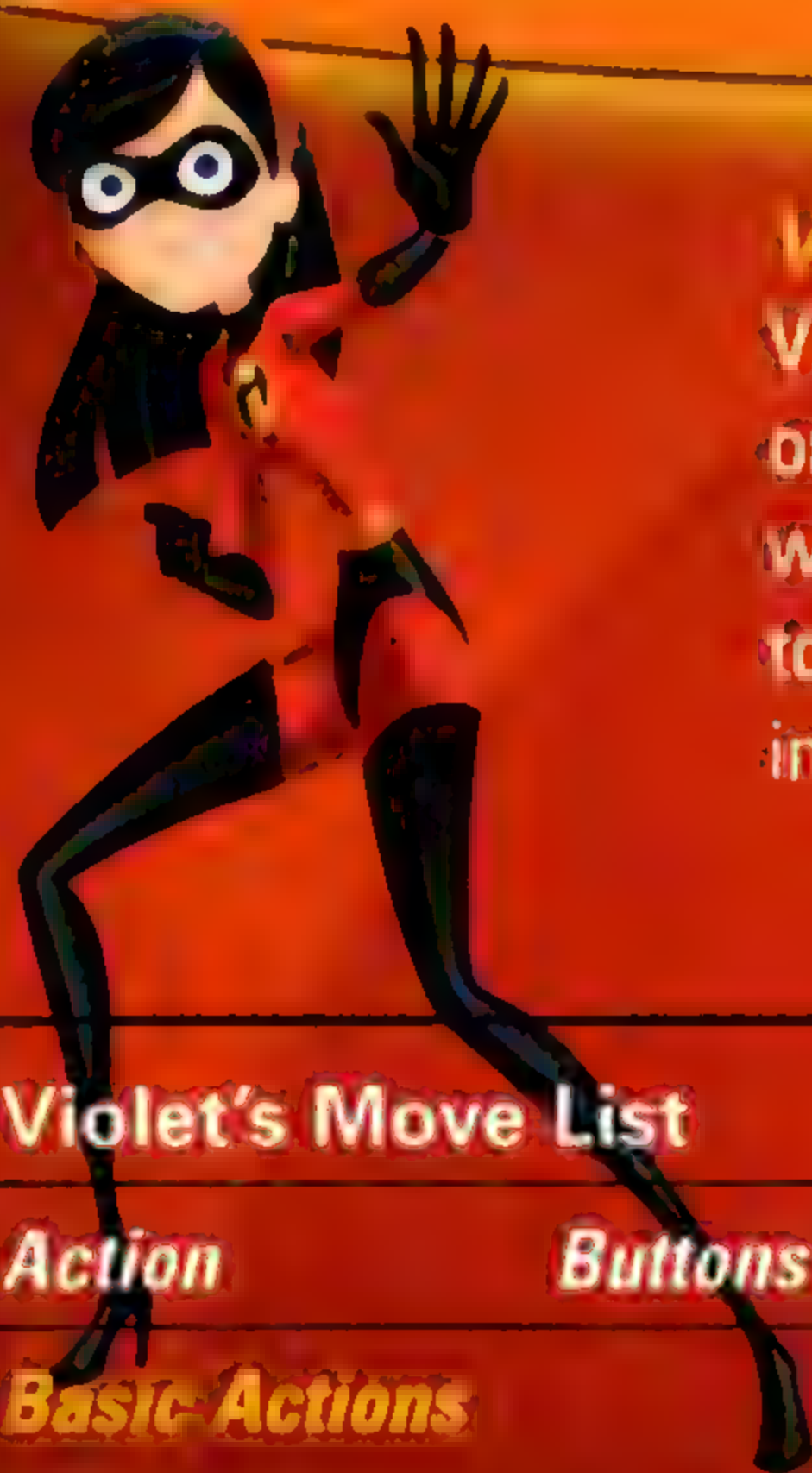
Frozone used to be known as the coolest super on the planet — and not just because he was best friends with Mr. Incredible. His ability to create ice from moisture in the air and then travel on it with his special boots made him the envy of every gadget-loving little boy. If you're in trouble, he's your man!



Frozone's Move List

Action	Buttons to Press
Move	Left or Right, Up or Down <i>Maneuvers Frozone around his ice track.</i>
Freeze	Press the A Button or the B Button <i>A millisecond after the button is pressed, any enemy or missile on the screen becomes instantly frozen and harmless. Use this only when you spot an enemy or missile though; it uses up your Incredi-Meter juice and doesn't freeze bullets. Also use this power to create ice ramps to jump across gaps when you see the A Button or B Button on the screen.</i>

PLAYABLE CHARACTERS



VIOLET

Violet Parr, like her parents, has special powers, and it seems only right that hers allow her to turn invisible and protect herself with an equally invisible shield. While on Nomanisan, she learns to confront fearsome situations, turning her defensive energies into an offensive force.

Violet's Move List

Action

Buttons to Press

Basic Actions

Walk

Left or Right, Up or Down

Standard movement around the screen.

Jump

A Button

A single leap into the air.

Violet's Move List (continued)

Attacks

Shield

B Button

This deflects an enemy's attack and adds to your Incred-Meter.

Incredi-Shield

L or R Button

A more impressive shield that lasts longer than the regular Shield, but empties the Incred-Meter. You cannot use Invisibility with the technique. (Only available in the last Violet level.)

Shield Crush

B Button (while airborne)

A forceful downward strike after a jump. With success, you'll hurt your Henchman foe and add energy to your Incred-Meter!

Invisibility

Hold L Button (or R Button)

Ready to sneak past enemies without them knowing? Then try this move out. It lasts as long as you hold down the button, but uses Incred-Meter energy, so keep an eye open in case you run out!

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DIVE INTO ADVENTURE!



GAME BOY ADVANCE



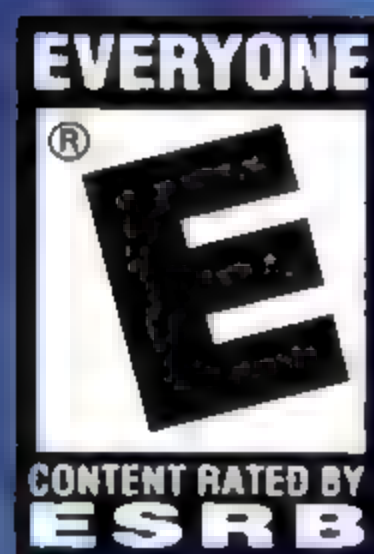
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LOOK WHO'S BACK!



Nemo and his friends are back in an all-new game!



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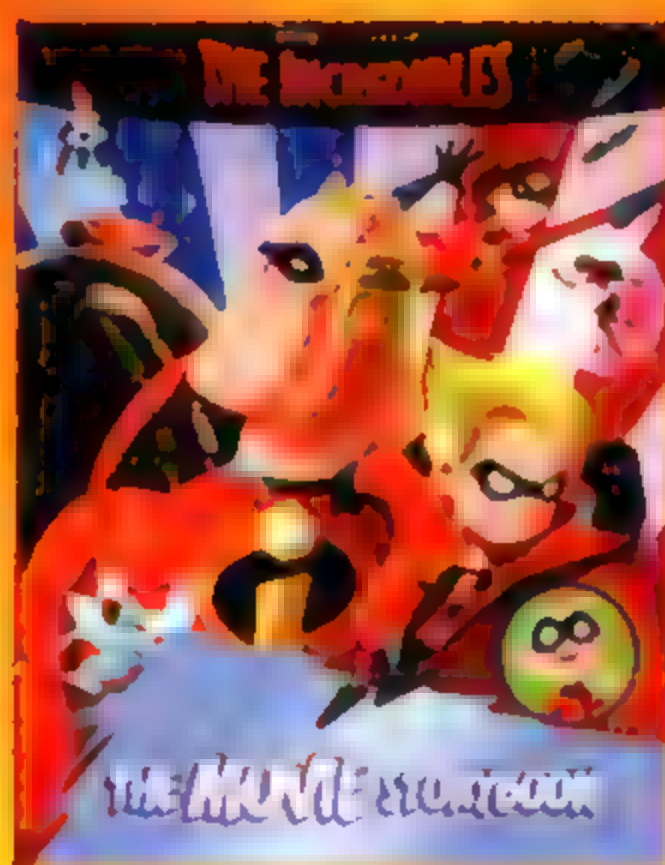
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WITH BOOKS
BASED ON THE FILM!**

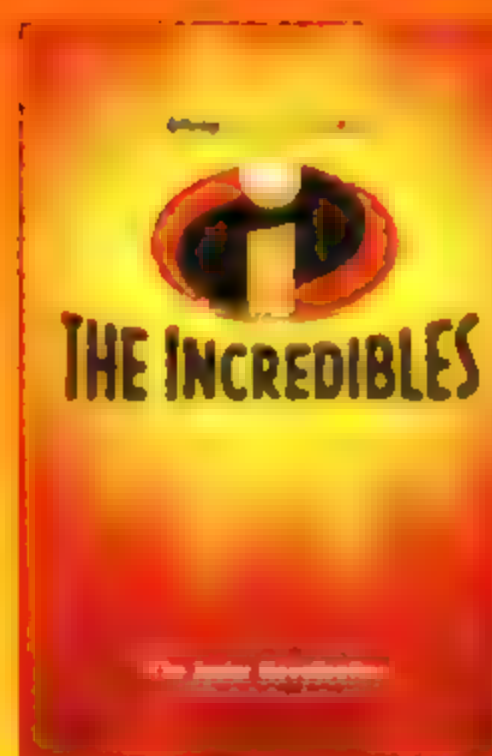
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THEM ALL!**



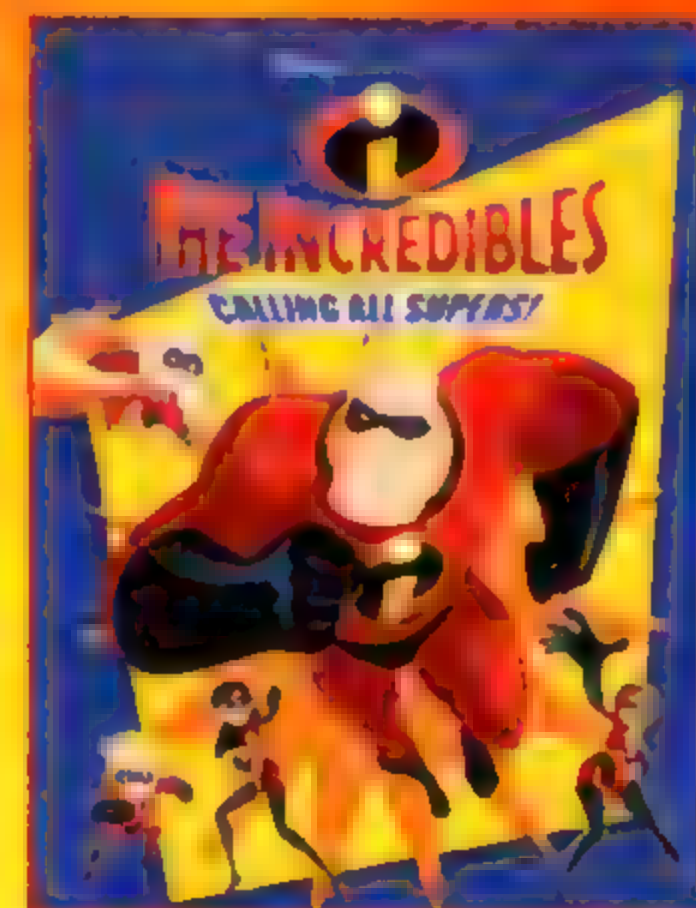
Movie Scrapbook



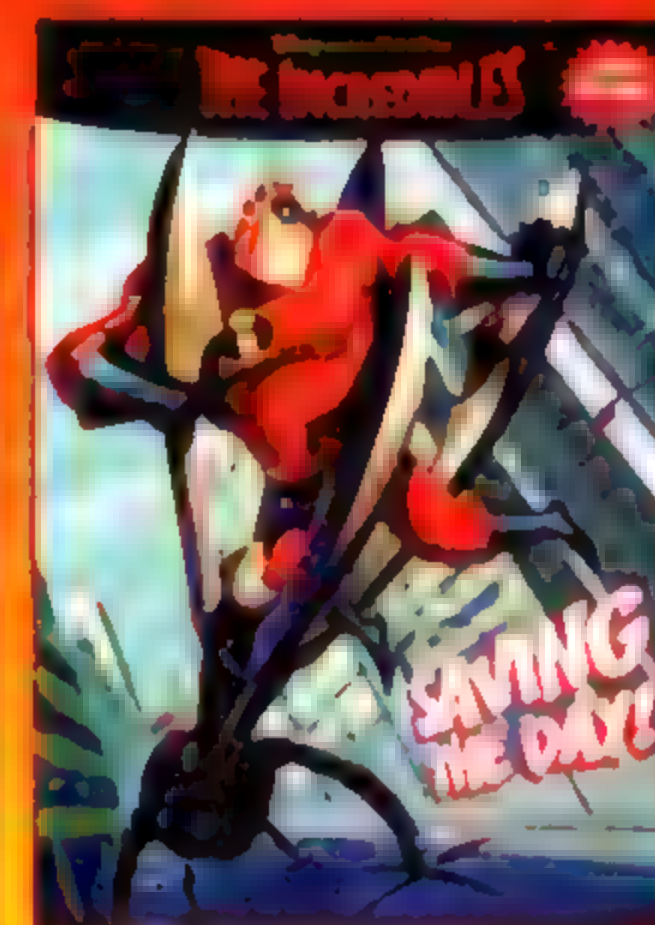
Movie Storybook



Junior
Novelization



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BASED ON THE FILM WHEREVER BOOKS ARE SOLD.**



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*from and inspired
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Toy Story 2: Woody's Roundup



Monsters, Inc.:
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Finding Nemo: Ocean Favorites

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**Rapid Run
Dash.**
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Punch 'n Rescue
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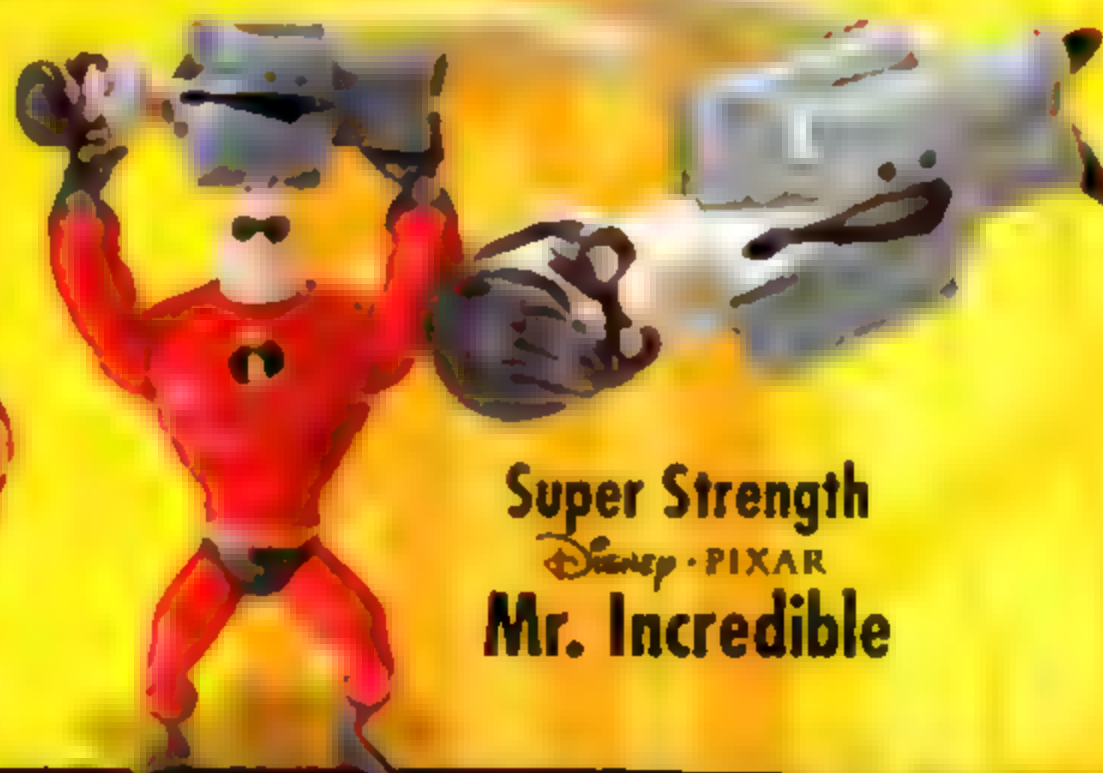
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**Ice Action
Frozone**



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NOTES

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LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32172**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

LIMITED WARRANTY

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This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

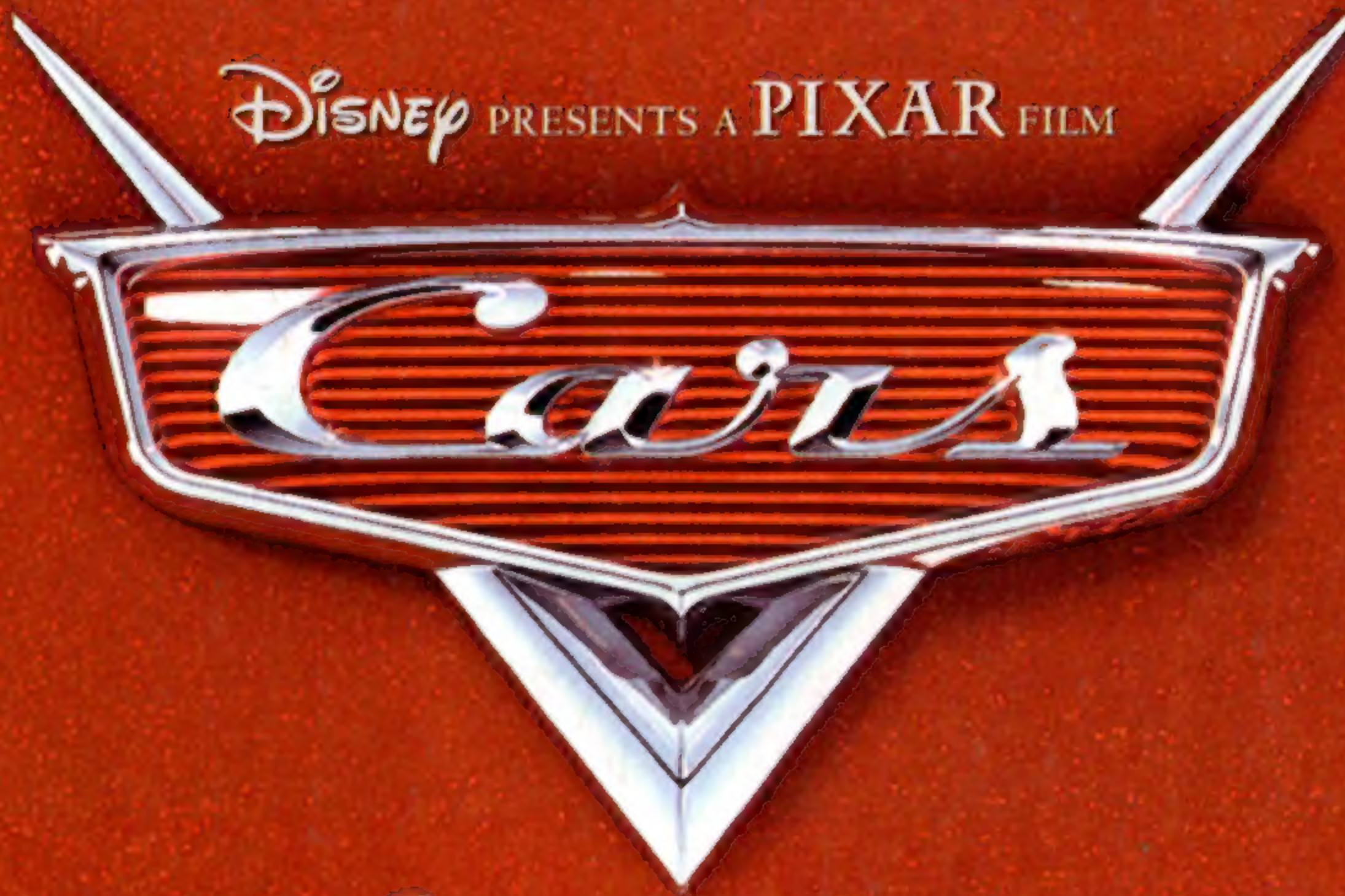
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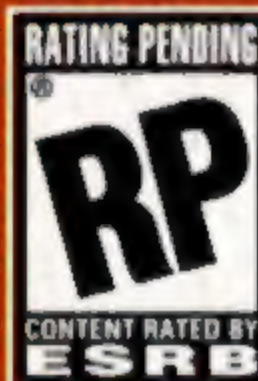
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